

**BACHELOR IN INFORMATION
TECHNOLOGY (BIT)**

Term-End Examination,

December, 2010

CSM-03 : MULTIMEDIA PRINCIPLES

Time : 3 hours

Maximum Marks : 75

Note : All questions in Section-A are compulsory. Answer any three questions from Section-B. All true/false type questions carry one mark each.

SECTION-A

1. State whether True/false : 10
- (a) To increase the speed of animation the number of frames per second should be increased
 - (b) Hypermedia extends the media - oriented features of multimedia systems by the concept of hyperlinks .
 - (c) The match Co-Processor chip in a multimedia system reduces the load of the CPU.
 - (d) SVGA stands for Super Video Graphics Arrays.
 - (e) Bit Edit is used to cut and paste captured video segments together.

- (f) Icon- based authoring programs are the slowest authoring style.
- (g) Preventing flickering on a television screen is done through modulation.
- (h) Knowledge based simulations are less intelligent than scenario based simulations.
- (i) Warping takes two images and changes one image to another.
- (j) AIFF is a data type for sound.

2. Suppose you are required to design a multimedia CD for a fashion institute. Prepare the project outline, logic flow and storyboard for the above problem. 20

SECTION - B

3. (a) What are all the points one should keep in mind when creating or delivering multimedia presentations ? 10
- (b) Write the programming features offered by authoring software. 5
4. (a) Discuss about the multimedia extension in windows in detail. 10
- (b) Write notes on codecs. 5
5. (a) Explain the terms : 10
- (i) Icon - based Programs
 - (ii) TIFF format
 - (iii) Cross - platform capability
 - (iv) Lossy compression technique.
 - (v) Image Q.
- (b) Discuss lossless compression technique. 5
6. (a) Explain the features of Digital video and Digital audio in detail. 10
- (b) Describe the business applications of hypertext. 5
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